Bored? Penniless?

But then your name's Bret Conrad and you've got hidden resources. Or soon will have. Resources called treasures.

Of course there's a map, 400 years old, it's Spanish and it shows the location of an Aztec temple brimming with gold.

The map also tells of immense danger. How 300 Conquistadors died in the last attempt to enter the tomb. However, they weren't brave, intelligent and strong like you.

All you need to do is hitch a lift in an aeroplane and parachute into the jungles of Mexico, a couple of hundred miles from the nearest roads.

It will be easy, won't it? Straight in, grab the gold, and straight out again.

After all, a few wild animals, headhunters and traps are all in a normal day's work to you.

Ghoulies and ghosts are kids stuff and monsters don't exist. Do they?

Let's go for it!

If you want to	Go to page	If you want to	Go to page
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Use the Combination Lock	10		
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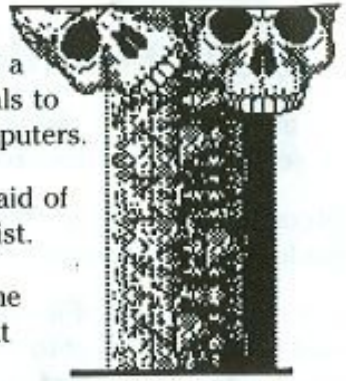
Welcome to the world's first Computer Aided Game (CAG). What is a CAG you say? Not another set of initials to remember in the arcane world of computers.



Well, it's all very simple. Without the aid of computers, this product would not exist.

We have created a very advanced game development system. So advanced that it's almost science fiction. We let our computers spend thousands of hours doing all those tedious and complex tasks that human beings hate so much. The result is that we can devote our time to the game; making sure that you, our customer, appreciate our efforts.

This product is gigantic and very complex. It's sitting in all of its versions, with all of its different graphics formats on a hard disk as I write. The disk is 100 Megabytes in size and the game is already starting to creep onto other disks (no it's not a virus!) It's not just too big for the human brain to cope with un-aided, it's also too complicated. The game has been developed on a network of 7 Apple Macintosh computers with 7 Atari ST's slaved to them as peripherals. The graphics were drawn (in their original form) on 6 Commodore Amigas. The game was then generated from our specification for each different computer system automatically by very sophisticated software, that has taken the last five years to develop.

The result is what you are about to play. The first series of CAGs. Your verdict? We'd like to think you will love it.

We do know that without all of that technology, the game couldn't exist.

THE STATISTICS

More than 27,000 man hours of development.
More than 7,000 frames of animation.
More than 4 Megabytes of finished game compressed onto 2 double sided disks*.
More than 600k of music and sound effects.
More than 8 megabytes of source code and basic data.
More than 18 megabytes of graphics compressed into 3 megabytes.
More than 140 different hero actions.
More than 1500 frames of hero animation.
More than 18,000 individual pieces of graphics.

THE CREDITS

Game Design, Coding, Data and Original Manual by Kinetica.

Game graphics and animation by Ray Coffey.
Additional graphics by Jack Wikeley and David Price.
Additional animation and data by Mike Hooker.

Music and sound effects by David Whittaker.

Technical management for U.S. Gold Ltd., by Tony Porter.
Product management for U.S. Gold Ltd., by Bob Malin.
Production co-ordination for U.S. Gold Ltd. by David H. Brown.

Special thanks to Geoff Brown.

*Single sided disks available for Atari ST. See offer card for details.

CBM AMIGA LOADING INSTRUCTIONS

To play 'The Gold of the Aztecs' on your Amiga you should have any CBM Amiga with 512k of memory or more. If you have a joystick, plug it into the socket next to the mouse socket.

To load the game:

1) Set up your Amiga in the usual way. If this presents difficulties please refer to Chapter 2 'Setting up your Amiga' in the 'Introduction to the Amiga' manual. Make sure that your Amiga is switched off for at least 30 seconds before continuing with step 2. This will help safeguard 'The Gold of the Aztecs' against corruption by Viruses.

2) Switch on your monitor or television.

3) Insert 'The Gold of the Aztecs' disk 'A' into your internal drive and switch on your Amiga computer.

4) If the display prompts for a Kickstart disk (Amiga 1000 users) insert one into the internal drive. When the display prompts for a 'Workbench' re-insert your 'The Gold of the Aztecs' disk 'A'.

5) 'The Gold of the Aztecs' will now start to load automatically. Within a few seconds, the Kinetica Logo will appear. At this point if you have a second external drive, insert 'The Gold of the Aztecs' disk 'B' into it for maximum software performance.

6) If the Kinetica logo has not appeared within 30 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the sequence of instructions has been completed correctly. If you are sure that your computer is functioning (other software works perfectly) and loading difficulties are still being experienced, take the 'The Gold of the Aztecs' complete with disks, all packaging and documentation AS IT WAS PURCHASED back to the place of purchase for replacement.

7) When Disk 'A' has completed loading you will be presented with the options screen. At this point 'The Gold of the Aztecs' may be played.

Additional Information for Amiga Owners

Amiga owners should be extra careful about Viruses. Always turn your computer completely off for at least 30 seconds and insert 'The Gold of the Aztecs' Disk 'A' in the internal drive before turning your computer on and playing.

If you have a second drive, please keep Disk 'B' in it and Disk 'A' in the internal drive.

If you have additional memory beyond 512K, this will be utilised to reduce disk accesses.

On some Amiga models the 'HELP' key may be pressed to toggle on and off the high pass filter for the music. The change may be detected by the luminosity of the power light. Set this to your preference.

ATARI ST LOADING INSTRUCTIONS

To play 'The Gold of the Aztecs' on your ST you should have any Atari ST with 512k of memory or more and a colour monitor or television. If you have a joystick, plug it into the socket next to the mouse socket (port 1).

This product is distributed on double sided disks (i.e. data is stored on both sides of the disk). If you own an ST with a single sided boot drive, please follow the instructions on the card included within this package to have them replaced with a version of the game on single sided disks.

To load the game:

1) Set up your ST in the usual way. If this presents difficulties please refer to the section in your ST owners manual, 'Connecting the System'. Make sure that your ST is switched off for at least 30 seconds before continuing with step 2. This will help safeguard 'The Gold of the Aztecs' against corruption by Viruses.

2) Switch on your monitor or television.

3) Insert 'The Gold of the Aztecs' disk 'A' into your internal or startup drive and switch on your ST computer.

4) 'The Gold of the Aztecs' will now load automatically. Within a few seconds, the Kinetica Logo will appear.

5) If the Kinetica logo has not appeared within 30 seconds, there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been completed correctly.

If you are sure that your computer is functioning (other software works perfectly) and loading difficulties are still being experienced. take the 'The Gold of the Aztecs' complete with disks, all packaging and documentation AS IT WAS PURCHASED back to the place of purchase for replacement.

6) If you have single sided drives, only insert disk 'B' into your boot drive when prompted. At this point if you have a second drive, insert 'The Gold of the Aztecs' disk 'C' into it for maximum software performance.

7) When Disk 'B' has completed loading you will be presented with the options screen. At this point 'The Gold of the Aztecs' may be played.

Additional Information for ST Owners

ST owners should take extra care about Viruses. Always turn your computer completely off for at least 30 seconds and insert 'The Gold of the Aztecs' Disk 'A' in the startup drive before turning your computer on and playing.

If you have a second drive, please keep Disk 'B' in it and Disk 'A' in the startup drive. If you have a single drive follow the prompts on the screen.

If you have additional memory beyond 512K, this will be utilised to reduce disk accesses.

If your computer is an STE model then this will be automatically detected and many advanced features of this machine will be used.

PC AND COMPATIBLES LOADING INSTRUCTIONS

In order to play 'The Gold of the Aztecs' on your PC or compatible, you will need 512k of memory, DOS version 3.1 or greater and a colour video adapter. If you wish to use a joystick, please ensure that it is plugged into port 1 of your game adaptor.

This product is distributed to work with CGA/EGA/MCGA/VGA and Tandy video systems. If you own a PC or compatible with VGA standard graphics, please follow the instructions on the card included within this package if you wish to obtain a 256 colour VGA version of this product. Please note that the VGA version requires a high performance computer and 640k of memory.

USERS WITH 3½" FLOPPY DISKS ONLY

Boot DOS as normal. Insert Disk 'A' in the internal drive A and at the prompt type:

Gold↵

Then follow the instructions on the screen. If you have a dual floppy system put disk 'B' in the second drive.

USERS WITH 5¼" FLOPPY DISKS ONLY

Boot DOS as normal. Insert Disk 'A' in the internal drive A and at the prompt type:

Gold↵

Then follow the instructions on the screen. If you have a dual floppy system put disk 'B' in the first drive when the screen prompts for it and put disk 'C' in the second drive.

USERS WITH HARD DISKS

To install 'The Gold of the Aztecs' on your hard disk simply insert Disk 'A' into your internal floppy drive and then at the prompt type the following:

A:Install↵

Follow the instructions as they appear on the screen. Once 'The Gold of the Aztecs' has been installed, you may run the game by typing at the root directory prompt:

Gold/Gold↵

Additional information for IBM owners

IBM users should look for additional instructions in the form of a file named 'Read Me' on disk 'A'. Insert disk 'A' and at the prompt type:

TYPE A:READ ME↵

or alternatively look at the file with your favourite word processor or text editor.

VIDEO OPTIONS

The game 'The Gold of the Aztecs' will automatically detect the correct video mode to use for your machine however it is possible to override this detection and force the game to use other video modes. To do this you should specify the correct mode as follows:

Gold/Gold VGA↵	– for VGA operation (available from U.S. Gold as an upgrade).
Gold/Gold MCGA↵	– for MCGA operation.
Gold/Gold TANDY↵	– for Tandy operation.
Gold/Gold EGA↵	– for EGA operation.
Gold/Gold CGA↵	– for CGA operation.

Should the game exhibit 'snow' during Video (especially CGA) operation, you should use the -s flag anywhere on the command line as follows:

Gold/Gold -s↵ – for normal video operation.

Gold/Gold CGA -s↵ – any other CGA video card.

AUDIO OPTIONS

When started normally, 'The Gold of the Aztecs' will use your PC's internal speaker for sound. If you have a sound board, you can cause the software to use it as follows:

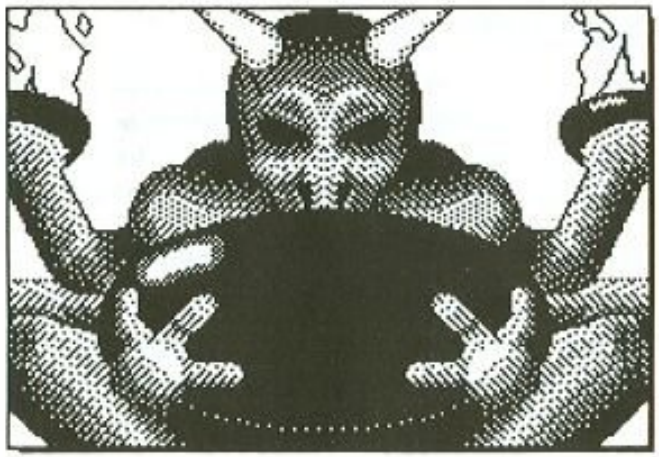
Gold/Gold ADLIB↵ – For the AdLib board

Gold/Gold Roland↵ – For the LAPC1 or MT32 boards

These options may be combined such as:

Gold/Gold CGA -S ADLIB↵ – For CGA with snow and ADLIB sound.

Gold/Gold MCGA Roland↵ – For MCGA with Roland sound.



How to skip the startup sequences

When the game is starting, you can press the SPACE BAR during any of the animated sequences in order to skip them. You can also do this during the sequences which occur when you successfully complete the game or when you die.

Using the Combination Lock

When you first start playing and sometimes at the beginning of a section of the game, you will see a picture of the code wheel which is included within the packaging of this game.

On-screen you will see two digits in the range 0-9, A-Z followed by a number in the range 1-18. It will look something ike this:

X – G – 15
?

Locate the first digit (in this case X) on the outer ring of the lock. Now move the inner wheel so that the second digit (in this case G) is aligned under the first. Now look on the surface of the inner wheel for a small window labelled with the third number in the sequence (in this case 15). Inside the window you will see a single digit in the range 0-9, A-Z (in this case M) which you should type on the keyboard of your computer.

You may be asked to repeat this process several times in one session.

Controlling Bret

Keyboard Control

We recommend that you control Bret with a joystick. However if a joystick is not available, the keyboard may be used as follows:

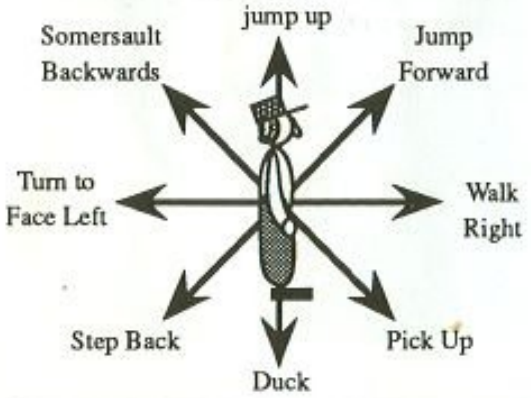
JOYSTICK	KEY TO PRESS	ST ONLY
UP	E or P	
DOWN	D or L	
LEFT	‹ or X	
RIGHT	› or C	
FIRE	· or RETURN	SHIFT

Diagonal movements may be achieved by pressing two keys simultaneously.

When the game starts, Bret is hanging by the shrouds of his parachute in a tree. Cut him loose by pressing FIRE. Then go right or left to begin the game.

Simple Movements

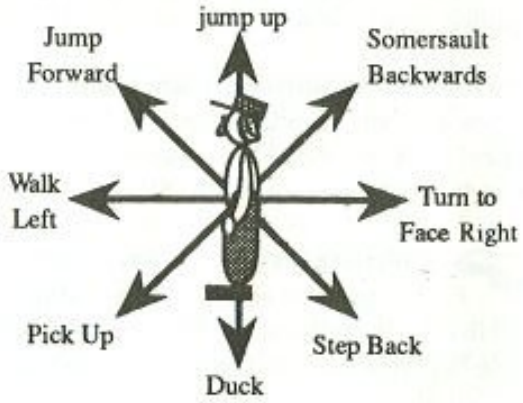
The reaction of Bret to the joystick is determined by the stance he is in. Additionally the range of actions will be different once FIRE has been pressed.



These are Bret's actions when facing TO THE RIGHT

A short tap to the right on the joystick will cause Bret to skip forwards a small amount whilst a short tap to the left will cause him to skip back. Bret also moves forward a small amount when jumping up. If Bret jumps forward whilst he is moving he will perform a long forward somersault.

When facing left everything is a mirror image:



When facing inwards Bret will turn left or right, or if the joystick is pushed upwards will walk into the screen.

Complex Movements

Whilst facing inwards, walking towards a ladder or vertical rope will cause Bret to mount it. Whilst facing left or right to a rope, Pulling up or down will cause Bret to grab it.

LADDERS

Once on a ladder, Bret can move up and down. Go left or right at obvious points to get off.

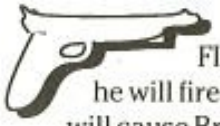
ROPES

When on a vertical rope Bret can move up or down. Go left or right at obvious points to get off. Otherwise left or right will cause

Bret to grab other vertical and horizontal ropes. Remember though, Bret's hand must touch the other rope. Bret can drop off the end of vertical ropes.

Bret can get onto a horizontal rope from a vertical rope as above or by jumping up and grabbing it. Once on a horizontal rope, Bret can go right and left and if the joystick is pulled down he will drop off it.

At the bottom of the screen are two rows of eight icons. The top row always has an icon selected which is highlighted. This icon determines Bret's action when FIRE is pressed. Selection between these icons is through the use of the SPACE BAR.



Bret uses the pistol. He will put the pistol away if FIRE is pressed whilst he is standing still otherwise he will fire the gun whenever FIRE is pressed. Pulling down will cause Bret to kneel. Bret can turn while holding the pistol.

Bret reloads the pistol. Bret will always automatically reload when firing the pistol. This option allows an early reload in times of danger.

Bret draws his machete. This can be used for close quarter fighting in the same way as bullets.

Bret pulls a lever. This option presumes that Bret is near a lever.

The Status Bar

The second row of icons are for the treasures as they are collected. These will display in the order they were located (not found). There is a bullet counter in the top right of the screen and underneath it is the lives display. Bret starts with 3 lives, but there are two more available at various points in the game. The score is shown as a percentage of the game completed. This is based both upon exploration and treasure.

If Bret is dying, falling or drowning, pressing the SPACE BAR will shortcut the sequence.

The Game Options

At any point during game play, pressing ESC will bring up the options screen. This can also be used as a pause.

On the screen are a number of options icons. They may be selected by movement of the joystick. The top row are toggles, a red cross disables them when they are selected and FIRE is pressed. The second row of icons have immediate effect. The icons are:

Sound effects on/off.

Music on/off.

Restart the game at the beginning.

Continue playing where you left off.

When the game first starts there are two additional icons which may be selected.

Look at the game map. Use your joystick to scroll around it.

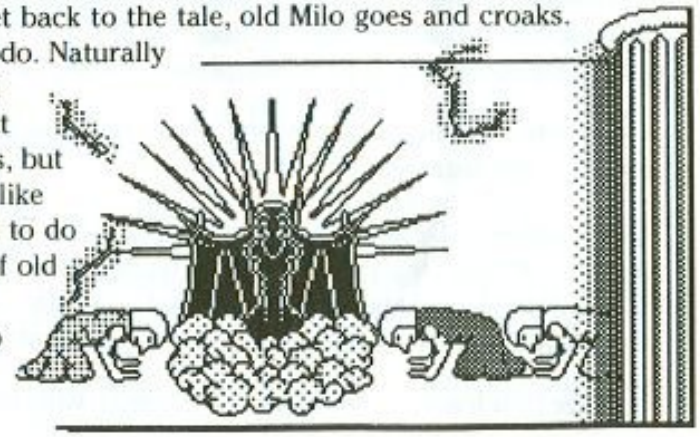
Take a sneak preview of the next Kinetica/U.S. Gold monster game!

SO WHAT'S IT ALL ABOUT???

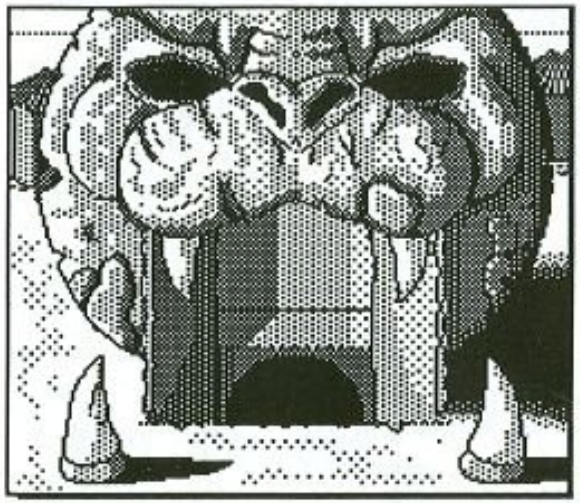
Bret's the name. Bret Conrad. I'm Special Forces Vietnam (retired) and I was pretty bored. The CIA said I was too much of a risk, even the FBI wouldn't have me. I see their point, I do like a bit of action and when the bullets start flying I kind of lose control. Still my old Sarge said the name of the game is survival and I'm pretty good at that.

Trouble was I was down at heel, out of luck and bored. If you don't know how bored I was, you should try a Saturday night out in Tijuana. I was staying there with my great uncle Milo who, being my last living relative, became by default my benefactor. Trouble with old Milo was his obsession with Aztecs, lots of dry dusty academic things cluttering up his pad and never a party to speak of. He never had much money so I had to do some part time stuff for local security firms who wouldn't even issue me with an UZI. I suppose they were concerned at the cost of bullets I might use.

Anyway to get back to the tale, old Milo goes and croaks. Dead as a Dodo. Naturally I end up with the apartment and the relics, but what's a guy like me supposed to do with a load of old antiques? (I knew what to do with the appartment



I had a party and raised hell for four days - it was his funeral party after all!. I got to reasoning (and I'm pretty good at that). The old man must have something of value somewhere, being an expert on those people who had mountains of gold.



I tore the place apart, finding nothing. Typical. Ah well, I thought, and then saw Bunny, Playmate of the Month and enough to calm any man's soul. That picture's going in my room I thought (I was in the old man's study at the time). The thing was, it was mounted in one of the old frilly frames used by people with bad taste. No problem, get the 'old' knife out and we'll soon have it in a nice plastic surround.

Guess what? Hiding behind Bunny all this time was a map. A real live Spanish treasure map.

Don Juan Lopez De Marbella was the name on the map. Can you imagine introducing yourself with a name like that? Old uncle Milo (bless his soul and all that) had kept a translation of all the foreign writing on the map and the tale was pretty gruesome.

You see Don Juan was this Spanish nobleman who, being just like

me (bored), decided to go to the New World to seek his fame and fortune. Being a nobleman, he didn't have to do it all on his own. He took 300 buddies with him. They organised a big expedition, which even included elephants, to help move supplies through the jungle. Anyway, they got to Mexico just above the Yucatan Peninsula. Now Don Juan being the man he was and as it was the year 1615, just grabbed a few friendly natives and gently pursuaded them to chat about gold and things. It never failed.

It turned out that a couple of hundred Klicks inland was a tomb, dedicated to some God called 'Quetzalcoatl', absolutely dripping with treasure. What more could a man want. So off he went to plunder, pillage and make his fame and fortune. This is where/the tale should end but unfortunately for poor old Don Juan and fortunately for yours truly, it didn't.

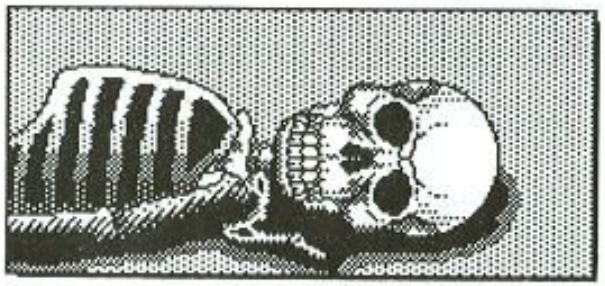
A couple of years later, old Don Juan staggered out of the jungle alone. Not even an elephant in sight. Dying of fever and starvation he told a garbled tale of wealth beyond a man's wildest dreams and of nightmares worse than a dry bar in the Sahara. Trekking through the murderous jungle, his men had dropped like flys to disease, hunger, natives and the wildlife. Reaching the tomb with less than a hundred men still alive, he sank a shaft down into it. That's when his real troubles began.

Now old Don was nobody's fool. Like all good adventurers, he sent his men ahead of him to map out the way and take care of any dangers. So he tells his boys to brave all and bring back the gold. Down the shaft they all go. Silence. Don Juan waited for four days but nobody returned from that shaft. So then he had no choice but to walk back alone through two hundred kilometres of dense tropical jungle. Some choice!

However, this guy turned out to be tough, real tough. How he managed to get back to civilisation beats me, but he didn't beat the jungle in the end. Just before he croaked, of just about every nasty disease in the book, the Don made a map which he left with the local priest who hid it (where else?) under the alter. Which is just as well because Uncle Milo found it there and without his philanthropic ways where would old Bret be now?

So off I went to see my old friend Jake with the plane. "How about a trip down Yucatan way?" I asked over a few jars down the bar. "You're kidding," says he, "but buy me a few more beers and I'll take you anywhere."

So there I was, with the sun still hiding below the horizon and my parachute on my back. I checked my trusty Browning 13mm automatic (well nearly trusty, it was sold to me that same night as new) and climbed aboard. "Make sure someone's hovering around in 24 hours to pick me up", I shouted over the noise of the prop, then we were away, looking for The Gold of the Aztecs.



Play to the end and you'll see how I got on!

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